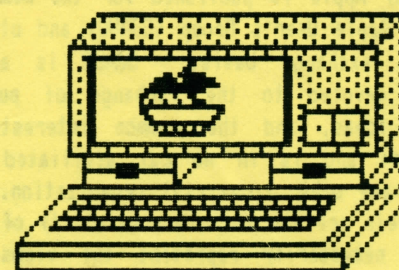


South Jersey Apple User's Group



February
1990

Candy Apple

Main Meeting February 16th ART CONTEST - ELECTIONS

Voorhees Community Center - 7:30 p.m.

See Back Cover for Map

CONTENTS

	Page		Page
SJAUG Officers.....	2	Best of Uncle Bruno.....	8
Club Notes.....	2	Disk Prices.....	8
AW 3.0 Patcher v1.1.....	3	SJAUG Calendar of Events.....	9
Regular Disks-of-the-month.....	4	Is it Virus or Virii, Part 2?.....	10
BASIC.Notes.....	5	Notice to Retailers.....	11
Notes from Apple Library User's Group Newsletter.....	5	Art Contest Rules.....	11
Softswitch GS.....	6	Cherry Hill Computer Fair.....	11
What is the SJAUG AppleLine, and Who is Uncle Bruno?.....	7		

Your Membership in
SJAUG
Expires with This Issue
To Keep Candy Apple Coming
Send Your RENEWAL Today !!!

Candy Apple Deadline for MARCH Issue - MARCH 1st

The Candy Apple is published for the members of the South Jersey Apple User's Group (SJAUG) and other computer clubs on an exchange basis. SJAUG is a non-profit organization devoted to the exchange of public domain information, ideas, and the common interests of Apple Computer users and is in no way affiliated with Apple Computers or any other commercial organization. The views expressed herein are the sole responsibility of each author and do not necessarily represent the views of SJAUG. Newsworthy material, classified advertisements and any other Candy Apple related material should be mailed to the editor: Wanda Bullion, 4 Constitution Blvd., Berlin, NJ 08009.

Membership renewals and all other correspondence to the club should be addressed to:

SJAUG

P.O. Box 4273

Cherry Hill, NJ 08003

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Secretary	Pete DeCuzzi	428-0621
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SJAUG APPLELINE, the SJAUG BBS 424-1382

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Anyone willing to volunteer help in their particular area of expertise, please contact the editor.

MEMBERSHIP in SJAUG

Membership in SJAUG is open to all interested Apple and/or Apple-compatible computer users. Annual dues are \$15.00 per individual, \$20.00 per family. Make checks payable to SJAUG and mail to the P.O. box listed above.

* Club Notes *
* by Gus Banks *

Last month's program was a discussion of tax programs for the Apple and the MAC. Three Apple II programs, Tax Advantage, SwiftTax and Tax Preparer were discussed. Both Tax Preparer and SwiftTax are good usable programs for all levels of individual tax preparation. They support most IRS forms. Tax Advantage does not have the level of detail the other two programs have and they have not updated their Apple version with new forms for the 89 tax year although they have updated other computer versions. MAC-IN-Tax was discussed as being a very good tax program for the MAC that supports most IRS forms.

February's meeting is the club's annual meeting. Please try to attend as we will be voting for new club officers. The slate that is proposed is:

Ethel Graham	President
Jim Anderson	Vice President
Tom Roan	Secretary
Irene Sheridan	Treasurer

I fully support this slate and believe these individuals will provide the club with strong leadership for the next year. I urge all of the club membership to join with me in giving these individuals their full support.

In addition to the election the club will be conducting its second annual computer generated art contest. This will give all the graphic artists an opportunity to display their talents. There will be a judging and awards. Please look for the rules elsewhere in this issue.

This issue of the Candy Apple brings to an end both my term as President and this column. I have been writing Club Notes for about four years. It has been fun for me, a task I began because I felt the membership needed a communication link with the club officers. This column has provided that and more. I feel that the time is right with the ending of my tenure as your club president to also end this column. This was a hard decision for me but a necessary one.

I would like to use these final few lines to provide a very personal thanks to Mike Wogan, and Carol and Peter DeCuzzi. They have provided me with help and kindness beyond measure in ensuring that the club continued to function successfully. Any measure of success that I achieved in managing this club is due to these individuals and the many others who have provided the club with their time and energies. I thank you all for your help. And in the future I'll see you at the meeting.

AW 3.0 Patcher v1.1

(That's right; v 1.1 of a patcher!)

Ethel Graham

AW 3.0 Patcher is a freeware patch program to help fix some of the little problems in AppleWorks v3.0. AW 3.0 Patcher uses the same filecard interface as AppleWorks does, so using it is a snap. Please read through all the available information in this file.

Mark Munz

c/o Beagle Bros

6215 Ferris Square, Suite 100

San Diego, CA 92121

Has your AppleWorks 3.0 been patched?

The easiest way to tell if your AppleWorks 3.0 has had this set of patches applied to it is to go to the Main Menu and press QA-? (for the help screen). Now, scroll all the way down to the bottom. If the divider lines have been changed from a tilde (~) character to either an equal (=) or an inverse block character (Mousetext N character), your AppleWorks disk has been patched. The equal (=) character is used if you apply the patches on an un-enhanced Ile (which does not have mousetext), otherwise, the divider will be an inverse block character.

Preparing to patch

Before you begin patching, you should do following:

Use a Copy of AppleWorks

DO NOT apply the patches on an Original disk. Make a backup of your AppleWorks 3.0 original and patch only your backup. Then, use your new backup (with patches) as the base AppleWorks disk.

Use a Clean AppleWorks

Apply the patches to AppleWorks 3.0 from the AW 3.0 Patcher first! If you have applied any other patches to AppleWorks, AW 3.0 Patcher may not be able to patch your disk correctly.

Single Module Users

If you are a single module user, you need to rebuild your single module disk AFTER having used AW 3.0 Patcher. Because AW 3.0 Patcher does not allow you to fix only some bugs, it will prompt you to insert the Startup, Word Processor / Database, and the SpreadSheet disks so that it can apply patches to all the segments.

AMP Ctrl-Codes

In the Word Processor, entering the new codes Control-C, Control-N, Control-P, and Control-R with page breaks calculated causes the cursor to jump to the top of the file after the code is inserted. This patch makes the cursor stay where it belongs. (Patch by Alan Bird)

Tab Ruler in Header/Footer

In the Word Processor, placing a Tab ruler in the header/footer causes AppleWorks to continue using that ruler (even after the header/footer is done). This can cause your tab settings after the first page to mess up. Also, if you didn't put in a tab ruler in the header/footer, it would use the tab ruler in existence rather than the ruler that was active when the header/footer was designed. This patch turns off the Header/Footer ruler when the Header/Footer is finished printing, restoring the last used Tab Ruler. (Patch by Alan Bird and Mark Munz)

ADB Print More Than 1 Copy

In the Data Base, multiple copies of a report do not print correctly after the first copy. With this patch you can print up to 255 copies of a report. (Patch by Randy Brandt)

ASP Delete More Than 255 Rows

In the Spreadsheet, AppleWorks has some problems adjusting formulas if you delete more than 255 rows at a time. This can cause row references to be in the 65000+ number range. With this patch, AppleWorks will properly adjust all formulas when deleting more than 255 rows. (Patch by Rob Renstrom)

Delete Default Printer

When changing your printers, AppleWorks has problems if you remove the default printer after adding a new one. This patch solves that problem. (Patch by Rob Renstrom)

Text to ADB Import

When importing a DataBase file from a Text file with Returns as end of category markers, it is possible to goof up AppleWorks 3.0 by cancelling (pressing Escape or QA-Q) when asked for the number of categories per record. If this happens, you cannot access your files or AppleWorks Program disk correctly. This patch fixes that problem. (Patch by Mark Munz)

** Continued on page 6

"REGULAR" DISKS-OF-THE-MONTH

By P. Mark Wannop

This month we will be featuring two "regular" or "classic Apple" disks-of-the-month. We are featuring **AMDOS**, but due to its limited user base, we are also featuring a **GAMES** disk as well. Both are described below.

AMDOS allows users of 3.5" drives to use **DOS 3.3** effectively. It will work with the **IIc+** and **IIgs**. The best way to describe **AMDOS** is to quote from the **AMDOS.INFO** file (by Gary Little) on the disk:

"**AmDOS 3.5 (Amateur Disk Operating System version 3.5)** is a modified version of **DOS 3.3** that works with the **UniDisk 3.5**, **Apple 3.5 Drive**, or any 3.5" drive connected to **Central Point Software's Universal Disk Controller** (as well as standard 5.25" drives, of course)."

"**AMDOS.INIT** partitions an initialized 3.5" disk into two distinct 400K volumes; there are 50 tracks per volume and 32 sectors per track. Use the **",D1"** and **",D3"** drive parameters (as well as a slot parameter, if necessary) with your **DOS 3.3** commands to select the first and second volumes of drive 1. Use **",D2"** and **",D4"** to select the first and second volumes of drive 2. For example, to catalog the second volume on drive 1, use the command **"CATALOG,D3"**. As with **DOS 3.3**, if you don't specify a slot or drive parameter, the most recently specified value is implicitly used."

"**AmDOS** increases the number of directory sectors per 400K volume from 15 to 31, meaning the directory has room for 217 file names, rather than the usual 105. The directory occupies sectors 1 to 31 of track 17 and the sectors are linked together in the following order: from sector 15 down to 1, then from sector 31 down to 16."

The **AMDOS.INFO** file has instructions on installing the program, initializing disks, and other information; as always, read the docs!

The "classic Apple" (i.e. old) library will have this program on 5 1/2" disks. If I get a copy to Gus before the meeting, the **IIgs** library **MAY** have it on 3.5"...

The second featured disk is another set of three arcade style games - that is, more shoot-'em-ups!

"**PT-6502**" has you shooting at battleships and airplanes. In this game, you can alter the direction of your "shell" after it is fired, but your PT boat zigs and zags as you do. And your enemy is firing back - with a vengeance! Be careful you don't blunder right into enemy fire as you guide your "shell"...

"**STAR STRIKE**" is a little different; you are faced with an object surrounded by rings, and it's firing at you. Enemy flying saucers orbit both inside and outside of the rings, and you also have to avoid being hit by comets. Of course, you have to shoot the bad guys... You can fly up and down as well as left and right, and the appropriate button on the joystick shoots the fore or aft gun. I found this one the toughest of the three, but then I never was too quick with a joystick...

"**ARCTIC PASSAGE**" is another boat game. In the first level you have to shoot floating icebergs and a couple of landing docks. The icebergs must be hit several times before they are destroyed. Stay away from rocks (or anything else) or you're sunk. Level two is more of the same with the addition of enemy Eskimos shooting at you - you've got to shoot back at them, too! I don't know what happens beyond level 2, because I never got that far... This one also lets you sail in four directions, and the two joystick buttons determine fore or aft fire.

All three games have several levels, nice graphics, and sound effects; in general play they are similar to the games described last month. There is a loader program on the disk that allows you to select which of the three you want to play; however, once you've loaded a game, you must re-boot the system to run another game. The games run on any Apple II or clone with 64K or more of memory, and they **REQUIRE** joysticks (preferably) or paddles. A color monitor, while not necessary, is nice...



APPLE 80



APPLE LOGO



APT



BART



BEER



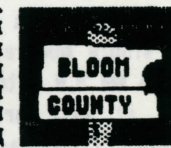
BEER MUG



BLACK BART



BLINDFOLD



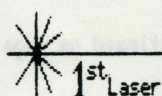
BLOOM COUNTY



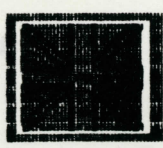
FIGURE HOODED



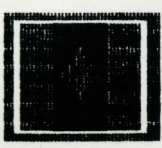
FIGURE POINTING



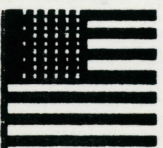
FIRST LASER



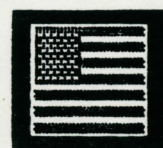
FLAG BRITISH



FLAG CANADA



FLAG US



FLAG USA



DARTH

BASIC.Notes

By Mike Wogan and Steve Opfermann

This column is a running series of ideas for using BASIC, given in no special order. We are interested in your feedback. If you know of some techniques for using BASIC that we haven't covered, we'd like to hear about them. Also, if you have questions, please let us know.

Merging two blocks of Program Code

Last month in this column we described how to save an AppleSoft program as a text file, by LISTING the program to a disk file. This month we'll use this technique to merge two blocks of program code into a single program.

Assume you have developed a block of program code and have saved it to disk as a text file named "file1."

The memory is cleared with NEW, and the next block of program code is LOADED from disk, or typed in from the keyboard. Note the line numbers cannot be the same in the two blocks of code.

After the second block of code has been loaded into memory, EXEC file1 in direct mode. This "types" the code from file1 into memory, complete with line numbers, where they will merge with the first block. The statements will be executed in order, according to the line numbers they bear.

3.5 inch disk support from DOS 3.3

Several modified versions of DOS 3.3 are available that will recognize a 3.5" drive. They include the following:

DOS.MASTER (\$20 shareware, Glen Bredon, 521 State Road, Princeton, N.J. 08540).

ProntoDOS (Beagle Brothers)

AmDOS (\$15, Gary Little, 131 Water St., #210, Vancouver, B.C., Canada V6B 4M3 604-681-2051).

UnoDOS (Glen Bredon, part of his ProSel package (\$40, Address above).

ProFix 2.1 (\$69.95, Nordic Software, Inc., 4910 Dudley St., Lincoln, Neb. 68504; 800-228-0417).

Uni-Mate (28 pounds, Cirtech Ltd., Currie Road Industrial Estates, Galashiels, Selkirkshire, Scotland TD1 2BP 0896-57790).

UniDOS (\$35, Meacom, P.O. Box 27591, Houston, Tex. 77277; 713-526-5706).

UniDOS 3.3 (\$49.95, MicroSPARC, 45 Winthrop St., Concord, Mass. 01742).

BOSS 3.3 (Raised Dot Computing, 408 S. Baldwin St., Madison, Wisc. 53703).

OzDOS (\$39.95, NewTech, P.O. box 90211, San Diego, Calif. 92109).

Articles:

"DOS 3.3 for the UniDisk 3.5" by Bill Morgan. This article appeared in Apple Assembly Line, May, 1986, pp. 2-15. (Apple Assembly Line, \$18 per year, S-C Software, P.O. Box 280300, Dallas, Tex. 75228; 214-324-2050).

"DOS 3.3.5" in Call-A.P.P.L.E., July, 1987, pages 13-19. (Apple PugetSound Program Library Exchange, 21246 68th Ave., S., Kent, Wash. 98032; 206-872-2245).

AmDOS is the Disk of the Month this month (February).

Apple Library Users Group Newsletter

January 1990

HYPERLEARNING NETWORK FORMED.

David Chocran, President of Fruition Publications has announced the formation of the Hyper-Learning Network, an organization to promote the use of hypermedia for learning in schools, libraries and other locations. The Hyper-Learning Network initially plans to produce a quarterly newsletter and an annual disk that will run on the Apple IIGS computer under Hyper-Studio. Those interested in receiving a free issue of HyperLearning Forum, Author's Guidelines for Stacks and Articles and/or further information about membership should write to Hyper-Learning Network, Fruition Publications, Inc., Box 103, Blawenburg, NJ 08504.

NATIONAL APPLE USERS GROUP MEETING.

NAUG will be holding their annual meeting on April 20 - April 22, 1990 in Arlington Heights, Illinois. This conference will include three days of presentations, workshops, hands on demonstrations, discussions with developers and an opportunity to meet with other Apple II User Group members and leaders. This year's conference promises to be every bit as interesting and exciting as past meetings. FMI, contact Lavonna Rann, TAU, 1113 Wheaton Oaks Drive, Wheaton, IL 60187. AppleLink: UG0083.

CORDLESS MOUSE FOR ALL MACS.

Practical Solutions is selling The Cordless Mouse, an infrared signal transmission mouse eliminating cable tangles and allowing quicker, smoother mouse movement. The Cordless Mouse provides a high resolution of 200 cpi and a tracking speed of up to 600 mm/second. Intelligent circuitry provides automatic shutoff and allows one model to work with all Mac computers. Cost is \$149.95. FMI, contact Practical Solutions at 1135 N. Jones Blvd., Tucson, AZ 85716. 602/322-6100.

SOFTSWITCH GS

Ethel Graham

Fiddling with the softswitches is fun to do, and you can't really do too much mischief. You can always reset everything, right? The display switches give the most immediate results. Here are some of the locations.

\$C022 TBCOLOR Sets text and background colors-upper 4 bits (nibble) sets text color; lower 4 bits sets background color.

\$0 black	\$8 brown
\$1 dark red	\$9 orange
\$2 dark blue	\$A light gray
\$3 purple	\$B pink
\$4 dark green	\$C green
\$5 dark gray	\$D yellow
\$6 medium blue	\$E aquamarine
\$7 light blue	\$F white

\$C029 NEWVIDEO Enables Super Hi-res screen.

\$C034 CLK/BORDER Lower 4 bits set border color. Do not change upper 4 bits.

To experiment with these switches it is necessary to run BASIC.SYSTEM first and then get into the monitor with the usual call -151. Enter the values to change settings. The softswitches are located in bank \$00.

To change the text and background colors type \$C022: and then choose new colors using the above chart. Thus putting \$2A into location \$C022 will change the text to dark blue and the background to light gray. \$C022:B6 gets you pink letters on blue.

Memory location \$C029 is the Super Hi-Res switch and if you type \$C029:C1 you will see the last SHR image, frequently the desktop. Now you must type \$C029:01 to get back to the text screen.

Now try changing the border color. Type \$C034:FD and you will have a yellow border. Do not change the F value.

Here's a program from Nibble called TEXT0 that puts a color table into memory at \$325 and reads it into location \$C022. Whatever text was on your screen will remain there but the colors behind it will do wild things. After running it go into the monitor and type \$300L to list it. The colors start at \$325 and can be changed if you want to change dec to hex and fiddle with it. Fiddling is what it's all about!

```

10 REM *****
20 REM *   TEXT0   *
30 REM * BY JON THOMASON *
40 REM * COPYRIGHT 1987 *
50 REM * BY MICROSPARC *
60 REM * CONCORD, MA 01742 *
70 REM *****
80 FOR X=768 TO 810:READ Y
90 POKE X,Y:NEXT:CALL 768
100 REM POKE 788,TIME DELAY (1-255)
110 REM COLOR TABLE STARTS AT $325
120 DATA 173,34,192,72,172,37,3,185,38,
130 DATA 3,141,34,192,136,16
140 DATA 3,172,37,3,162,128,202,208,253,
174,0,192,16,234,104
140 DATA 141,34,192,44,16,192,96,4,192,
226,214,247,255

```

TIP---remember you have a dec/hex converter in the monitor. While in the monitor type =173 and you will get the hex equivalent. Typing the = sign AFTER a hex number gets you the decimal equivalent. Thus *22= gets you Dec 34.

** Continued from page 3

ADB/ASP OA-Right Arrow Lock Up

In the Spreadsheet and Data Base it's possible to insert text in the middle of a cell or category until the end of the text is no longer visible. If you then use the Open-Apple-Right command to jump to a word that's off screen, AppleWorks will lock up. This patch stops the cursor from jumping to the twilight zone beyond the right side of your monitor. (Patch by Mark Munz)

Saving to a Locked File

When saving a Desktop file to an existing file which is currently locked, AppleWorks 2.0-3.0 (yes, this happens in earlier version of AppleWorks as well) forgets to remove the temporary file "AWTEMP0000" from the disk. This patch tells AppleWorks 3.0 to remove the temporary file if the file you are saving to is locked. (Patch by Mark Munz)

This file will be available on a disk at club meetings.



ACE



ANCHORS



API LOGO



APPLE 16

WHAT IS THE SJAUG APPLELINE, AND WHO IS UNCLE BRUNO???

By Uncle Bruno

If you don't have a modem - or if you don't USE your modem - you're missing out on one of the SJAUG's services to the club and the computing community - the SJAUG APPLE-LINE BBS!!! The BBS (300, 1200, and 2400 baud, (609) 424-1382) is one way to communicate between club members both personally and publicly. Messages may be left for any registered BBS user right from your computer, and that person will receive your message when he or she calls next. And you'll never disturb anyone while they're eating, sleeping, or in the bathtub (at least Bruno HOPES nobody's using a computer in one's bathtub!)

Messages may be left privately, or you can leave public messages on any of twelve message bases at present. If you want to ask a question, make an announcement, or just communicate, you'll find the space to do it! There are general message bases, plus there are those bases dedicated to specific subjects, such as the "Trading Base", "Movies", the "Story Board", and a couple of trivia boards presided over by Uncle Bruno (I'll get to them later).

SuperTac is the name of the upload/download section used on the SJAUG Apple-Line; Here you'll find a number of programs, graphics, and text files which can be downloaded either with XMODEM or YMODEM protocols. There are several sections here, too, with "volumes" of programs and graphics for the regular II series, the IIGs, and MacIntosh. Text files, either in ASCII (TXT) format or Appleworks (AWP) format may be read with the (V)iew files option. Bruno suggests you consider the size of the text file before you do this; some text files are short, while others (such as TRIV.COMP.1, which I'll get back to later) will take forever to read on-line. Very long text files are better downloaded and then read with Appleworks or with a text file reader.

So who is Uncle Bruno? Well, Uncle B. has gone through a couple of regenerations on the Apple-Line, and currently dwells in several large book-filled catacombs under South Jersey. Unfortunately, with all of his books, Bruno has not been able to grasp any form of knowledge of any possible use. Instead, Bruno's mind is filled with trivial facts and fancy of absolutely no use at all. Some have said Bruno's knowledge of trivia is vast, but Bruno wishes to be modest and only claims a half-vast knowledge of trivia.

Uncle Bruno currently gets rid of some of the excess baggage in his cranium by spilling it out on two of the message bases on South Jersey Apple-Line. It is his way of keeping too many bricks from falling off his load.

Board 6, appropriately titled "Uncle Bruno", is the original Uncle Bruno trivia board. This message base is open to everyone, adults and kids. Some of the questions found here are fairly easy, but Bruno has to admit that some of them are stumpers. Bruno has found that people tend to do better on general trivia, but he does sometimes put up "theme" questions. (Bruno found out that people know a lot less about the Marx Brothers than he thought, just recently!) Right now, there are General Trivia questions up, but they're being answered fairly well, so Bruno expects to have a "Comics and Cartoons" quiz on B6 shortly!

Board 11, is called "Jr. Trivia", and it is designed for users of high school age or younger; users are also limited to two answers per day. Bruno isn't making the questions here too easy, either (no "Who's buried in Grant's Tomb" nonsense), but I'm trying to not make them too esoteric, either. The response to this base has been rather good. In fact, one young fellow was answering the questions almost as soon as Bruno posted them, which is why Bruno had to put in the "two answers a day" rule, both to give the other kids a chance to get in edgewise, and to give ol' Bruno a chance to breathe!

Someone once asked Bruno if it was "legal" to look the answers to his questions up; not only is it "legal", Bruno ENCOURAGES research on both of his boards! Nobody was ever hurt by cracking a book or asking one's friends!

Once questions have been answered, Bruno takes them down - but they aren't lost; Bruno keeps files of his old questions and answers, and occasionally uploads them to SuperTac. Currently one can find TRIV.COMP.1, a 49K Appleworks file which has the first 101 questions posted on B6. In some cases, the answers here are more detailed than those posted on the BBS originally. The Bruno questions found from time to time in the Candy Apple are from this file. Once the current General Trivia questions on B6 have been answered, I will upload TRIV.COMP.2; sometime in the future there will be a JR.TRIV.1 file, and so on.



COMBOY



CRIS



CRIS BOOZING



CROSSBOW



DRIVER



FACE



FACES



FAMILY

The BEST of UNCLE BRUNO

By "Uncle Bruno"

Here're six more General Trivia questions that have appeared on the "Uncle Bruno" section of the South Jersey Apple-line, the SJAUG BBS, followed by the first five questions from the "British Invasion" theme quiz.

21) Name the three permanent panelists and the moderator of the 1950's quiz show "What's My Line?"...

22) Who played Glenn Miller in the movie "The Glenn Miller Story"?

23) Who played Benny Goodman in that Jazzman's film biography?

24) Who played Tommy and Jimmy Dorsey in "The Fabulous Dorseys"?

25) In the 1940's movie serial "The Adventures of Captain Marvel", who played Captain Marvel?

26) Name the quiz show that Henry Morgan WAS a panelist on, plus the other two regular panelists (the fourth was a "guest"), plus the moderator.

===== THE BRITISH INVASION! =====

Uncle Bruno has put on his Beatle boots and collarless suit and sent his alleged mind back to the wonderful years of 1964 through 1967. Here are the first 5 of 25 questions on the Fab Four and their fellow British bands who descended upon an unsuspecting America 25 years ago; there's even a question or two on the "Pre-Fab Four" the Rutles... ("Who're the Rutles?" did you say? Uncle Bruno's off to a roaring start...) Some of these will be easy to any fan of this music; some others, well...So... Dust off your Beatle wig and let's see what we can do!

B1) Easy one: Name the Beatles' first regular drummer, who was dropped for Ringo just before it all happened...

B2) Originally, there were five members of the Beatles; one died in Hamburg, Germany. Who was he?

B3) What was the "working title" of the Beatles' second movie, before it was named "Help"?

B4) Before the lyrics were written to "Yesterday", George Martin recorded an instrumental version of the song under its "working title"; What was the "working title" of "Yesterday"?

B5) In Gerry and the Pacemakers' movie "Ferry 'Cross The Mersey", several other Liverpool bands appeared; this was probably their only American exposure. Can you name at least two of the bands?

CLUB DISK PRICES

Member Prices:	5 1/4	3.5
Disk of the Month	\$3	\$4
Apple License Disk	\$3	\$4
Library Disk	\$4	\$5

Non-Member Prices:		
All Disks	\$7	\$7

Current membership card required for member prices.

NEW ITEMS - BLANK DISKETTES

Blank 3 1/2 inch disks: \$1.00 each w/label

Blank 5 1/4 inch disks-
in colors: \$.50 each w/sleeves & labels

SJAUG MEETINGS FOR FEBRUARY:

SJAUG Board Meeting: Friday, Feb. 9th -
7:30 p.m. - DeCuzzi's

Main Meeting: Friday, Feb. 16th -
Voorhees Community Center - 7:30
p.m.

IIGS Sig: Wednesday, Feb. 21st - 7:30
p.m. Call Bob Bink for details:
778-2105.

Beginners' Mac SIG: Not meeting. This
SIG is on hold for the time being;
however, Ed Gaugler will be glad to
answer questions or help new users
on a case-by-case basis. You can
contact him at 424-5547.

Classic Apple SIG: Thursday, Feb. 22nd -
call Mike Wogan for details:
854-6445

New AppleWorks Sig: Contact Bev
Darkatsh for details at 365-5821,
Monday through Friday.

COMING IN MARCH:

Board Meeting: March 9th - 7:30
Location to be announced.

Main Meeting: March 16th - Voorhees
Community Center.

**PRINTSHOP SUPPORT
DISK-OF-THE-MONTH and
IIGIF-DISK-OF-THE-MONTH**
By P. Mark Wannop

This month we have Print Shop support disk #10 (also known as BRAC H-22) which contains 70 graphics. There's a series of five graphics by the same artist (Baby, Bart, Black Bart, Chris, and Chris Boozing) that is amusing, some nice Apple logos, a digitized Winston Churchill, a nice Darth Vader ((C) Lucasfilm, Inc.), Dracula, and 5 different flags (Britain, Canada, and three versions of U.S.A.). There're also three bicycle graphics, a Casper the Friendly Ghost ((C) Harvey features), and two versions of a hooded figure, among many more.

The disk is bootable, and has the slide shot program that lets you see the graphics on your screen.

The disk of pictures to go with the IIGIF program this month are all RLE graphics. These include some digitized pictures of stars such as Madonna and (Yo!) Sylvester Stallone, plus an astronaut doing a spacewalk. There's a very nice Easter basket with eggs, a map of the caribbean, and the ubiquitous picture of chips. Also, there's a nifty Celtic eagle, O.J. (Oliver Wendell Jones) and his computer (a Macintosh with feet) ((C) Berke Breathed), Olympic Sam the eagle ((C) 1980 L.A. Olympic Committee), and more. There are 15 RLE graphics on this disk. The IIGIF program is available from the library.

A note about some of the graphics found in both the Print Shop collections and the GIF, RLE, and MAC pictures found on BEB's and these disks: some of these graphics are of copyrighted characters. All cartoon characters as well as movie characters (for example "Star Wars" characters) are copyright properties. However, BRAC (formerly BRAC) sells the Print Shop graphics disks as "public domain" software, and the GIF, RLE, and MAC pictures are distributed nationally in the "public domain" libraries of services like Compuserve and GENie. So how does one resolve this paradox?

The fact is that these characters are not public domain and should not be treated as such, even if they are distributed on "public domain" sources. If you use any of these characters, however, there is a "loophole", which comes from a situation that arose with comics collectors.

When comics first started being collected seriously, fans began to publish little magazines and newsletters for their hobby; naturally they illustrated these publications with drawings of comic characters. The holders of the copyrights at first had a problem with that, but soon realized that this was a form of free advertising. Finally, the fan magazines were allowed to publish the pictures PROVIDED they placed a copyright notice of the owner of the character alongside the graphic, or at least somewhere in the indicia. (Apple requires the same of us for their copyright names.) So if you use an illustration of a copyright character, be sure to include the copyright notice.

Disk Library Oldies but Goodies

Mike Wogan

The club disk library contains programs that we have accumulated over a period of several years, and at this point, nobody remembers everything that's in it. From time to time someone comes across a program from the library that seems interesting, so we thought we would run an occasional "Oldies but Goodies" column to review them. Are there programs in the disk library that you know about that should be reviewed?

Three Database Programs

To begin with there are three database programs in the library: File Cabinet, Omnifile, and DB Senior. File Cabinet is the simplest of the three, DB Senior is the most sophisticated. This month we'll review File Cabinet, and the other two programs will be reviewed in the March and April newsletters.

File Cabinet runs under ProDOS and is written in BASIC. It is menu-driven and should be easy to run. There is a text file with instructions on the disk in the /Programs sub-directory that summarizes how it works. When I printed out the instructions file it was only four and a half pages.

File Cabinet allows you to specify how many "columns" (fields) you want in each record. Once you have set up the columns and provided a title for each one, you are asked to input data in each field. You can sort the resulting database, either alphabetically or numerically, on any field. You can also search for a text string in any field. When you print out a report, you can include or exclude records to be printed, using a case-sensitive search on one or two fields. You can also turn the printer on/off from the main menu. If the printer is on, everything that is listed on the screen is echoed to the printer. When you print a report, you can ask to have column totals printed at the end of the columns you specify. Naturally, you can add, delete, or edit records. The program is simpler than OmniFile. For example, it has more limited search/sort capabilities. But that can be an asset if all you want is a short and sweet database program to keep a record of names and addresses, a telephone directory, or an inventory of household possessions.

The program appears on IAC.44, along with some other demonstration programs not related to File Cabinet and is available from the disk library.

Is it Virus or Virii?

Part 2

by Jack Bullion

Last time, I presented some history of the current problems concerning computer viruses. This time, I will talk about some of the better known viruses and how they work.

There are four general classes of viruses, according to the degree of damage they do. The first is "Innocuous". This type causes no noticeable disruption in a system and their only purpose is to replicate and exist. Any damage that occurs is purely accidental. The next type is "Humorous". This is usually something that will cause a funny message onscreen and not much else in the way of disruption to the system.

The last two classes are much more serious in the damage they do. They are "Altering" and "Catastrophic". An "Altering" virus will change data, such as in a spreadsheet or database file. It will move a decimal point, add or delete or change a number, reverse elements between fields, or in some way, alter the input. They are very difficult to detect and remove, sometimes existing for very long periods of time before discovery. A "Catastrophic" class virus is the worst. Damage is usually immediate and sudden. They can erase critical files, scramble information tables and even erase an entire disk.

Viruses are also classed by their location, that being either boot segment, operating system or application. They are normally contained somewhere within these areas.

Boot segment viruses require some very demanding programming expertise. They can very literally take control of a computer in every way and look like nothing has happened. They are probably the most efficient form of virus because they can spread so rapidly in an undetected state. Some will even survive a soft reboot of a computer and continue their insidious work.

Operating system viruses will either replace the operating system completely or take over one or more functions of the operating system. They can operate in such a way as to make the user think that the problem lies elsewhere in the computer. It may even make it's own hidden files in which to reside inside a bad sector which it has created.

Application program viruses are probably the most easily spread. Everyone likes to share a good program with a friend and the virus goes with it. Sometimes, you even lose a friend in the process.

Quite possibly the most famous example of a boot segment virus was the "Pakistani Brain Virus". It has been around since 1986 and was created by the Alvi brothers in their computer shop in Lahore, Pakistan. Their stock in trade was to copy the best of American software and offer it for sale at incredibly low prices. When one of the brothers discovered that some of his own programs were being pirated, they both created their virus as revenge on the computing world. It does seem ironic, since that is exactly what they were doing in the first place. When the software they sold was booted, that is when the virus hit, but usually not before the unsuspecting victim and made a copy or two and distributed it to someone else. It even made to the Providence Journal in Rhode Island, where it infected the entire electronic editing system and most of the personal computers of employees. The Alvi brothers even went so far as to put in a copyright notice on the virus stating they did it and where to contact them for a cure! It has been one of the most complex viruses ever written and the most difficult to eradicate.

The Israeli or Hebrew University, Jerusalem or Friday the 13th Virus appeared in late 1987. Its primary purpose was to destroy the Hebrew University computer on Friday, May 13, 1988, the fortieth anniversary of the end of the State of Palestine. It was a good example of the potential of a virus as a weapon of terrorism and political protest. It would infect both .COM and .EXE files while replicating. It was discovered because of a programming mistake which made it increase the size of .EXE files by 1800 bytes each time. Unfortunately, it didn't check to see if the file was already infected and kept re-infecting the same files. An alert operator noticed the growing size of these files and got help immediately. Within hours, the computer staff tracked down its origination point and wrote corrective programming to stop it and eradicate it.

The MacMag Virus was the first case of infection being spread, although unknowingly, by a software manufacturer. The company was Aldus and the program was Freehand for the Macintosh. It originated in Tucson and was sent to a publisher in Canada. Its intent was to give a greeting celebrating the anniversary of the Mac II computer. It was added to some game disks and distributed at a

Mac enthusiasts meeting in Montreal. A Chicago programmer got one of the game disks and after using it on his home computer where it migrated to some software he was working on for the Aldus company. Aldus received the virus in this software and had no reason to suspect infection and inadvertently spread thousands of copies around the US. Also, because of the unavoidable spread of pirate copies, the virus spread around the world. Unfortunately, Aldus had to bear the expense of replacing registered copies to consumers.

The Scores Virus was an application infector in the Macintosh environs. It would infect any application and increase the programs size by 7,000 bytes. It was created by a disgruntled employee as revenge for a supposed wrong. The company was Electronic Data Systems (EDS) and is a respected consulting and data processing company. EDS didn't have many Macs and got off lightly, but the rest of the computing world hasn't been so lucky. It will slow down the system, cause printing problems, increase file sizes and change icons. This virus showed the computer world how innocent people get victimized unknowingly.

The nVir Virus is another Macintosh application infector. Created in 1987 in Hamburg, Germany, it is especially nasty because it can infect all programs in a system within a few minutes. It spread through the US after being posted on CompuServe. It even found its way into an updated version of Aldus' Freehand, a second infection for the same program! Fortunately for Aldus, and alert tester of the beta version alerted Aldus and the virus was eliminated before distribution began of the final updated program.

In the Apple II world there has been CyberAids, Festering Hate and Lode Runner. Also, there are bound to be more, due to the fact that a virus can be made to be virtually invisible and do nothing but replicate, with no outward symptoms. The threat is real and will not abate soon. Someday it will be your turn to be caught by one of these insidious programs, even if you are possibly the most careful person around a computer. It happened here at our house, and the infection came from a reputable purveyor of public domain software. I won't bother with any particulars, but it happened late one evening and my wife was sure the computer was seriously damaged. We have since received a detector program from the vendor and rid the virus from all infected disks. All of this brings me to the real reason for the column. There are some real measures that we can all employ to minimize the effects of a computer virus and possibly help to eliminate them.

One of the basic measures we can all employ is that of physical security. How many of us have a computer and invite the friends over to see what it can do and inevitably say to them, "Come over and use it anytime." We should all be careful who we extend the invitation to because they may not be quite as friendly as we think. The person who brings a new program just might be the one person distributing a virus. Another measure is electronic in nature. Other than the frequent changing of passwords, there are some very sophisticated Port Protection Devices (PPD) that will verify a callers identity.

Virus prevention programs are good, but are of limited use because they are usually targeted for specific viruses. In addition, there are some precautions that can be used by everyone:

- 1) Always boot from an original write protected disk. Anything else is suspect.
- 2) Never boot a fixed disk system from a floppy. The only exception would be recovering from an infection.
- 3) Treat all public domain and shareware software with great caution. If possible, scan with anti-viral software before running. Always turn off the computer between programs to boot the next one. This will clear all ram and reduce the risk.
- 4) Be alert for changes in the operation of your system. Do program loads take longer? Do disk accesses seem too long for simple tasks? Do activity lights come on when there should not be any activity on that device? Is there less system memory available than normal? Are files disappearing mysteriously? These can all be symptoms of a computer virus.
- 5) Put write-protect tabs on all boot floppies. This practice can go a long way in preventing the spread of a computer virus.

I hope that you have gotten a good overview of the problem and implement the necessary precautions to protect yourself.

ATTENTION RETAILERS

CANDY APPLE

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**DEADLINE FOR AD COPY for the MARCH
ISSUE is MARCH 1ST**
Send your camera-ready copy to:

Wanda Bullion, Editor
Candy Apple Newsletter
4 Constitution Blvd.
Berlin, NJ 08009

ART CONTEST

The club will be having an art contest in February.
The contest will be judged and there will be prizes.
The rules are that all pictures must be original
computer-generated art. There will be the following
categories:

Black and White Printed
Color Printed
Apple color computer picture
Apple Animated Picture

The use of computer programs to develop the entry is
authorized. Programs should be identified. Scanned
or Video pictures which are digitized will be
permitted if they have been modified.

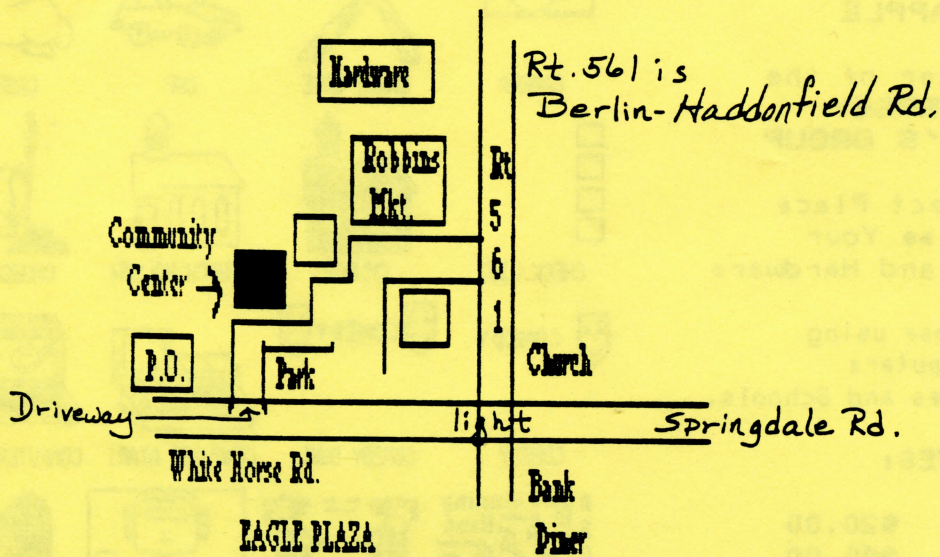


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SUNDAY MARCH 4, 1990

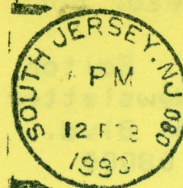
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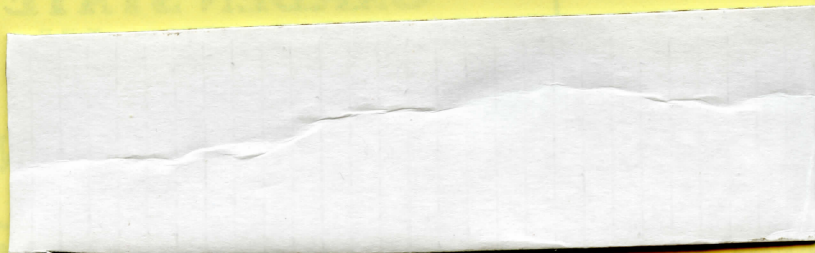


~ MAP TO MAIN MEETING ~

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